

Another boardgame player aid by

# Universal Head

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For best results, print on card,  
laminate and trim to size.



## SETUP

Setup the board. Each player selects a color and takes his **control markers**. A random player takes the **Condottiere token**, shuffles the deck and deals 10 cards facedown to each player. He then places the token in a region of his choice to mark the site of the first battle.

## PLAYER TURN

The player who placed the *Condottiere* token always takes the first turn in the battle, followed by the other players in clockwise order. On your turn, you must either **play a card** or **pass**.

At any time players may make deals and show each other their cards, but may *not* exchange cards.

### PLAY A CARD

Place **one card** faceup in front of you, next to any other cards you have played in this battle, to form your **battle line**. The first card played may be of any type.

The sum of all of your cards' strength values is your **total strength**. After playing your card announce your total strength.

### PASS

A player (even the first player at the beginning) may choose to **pass** on any turn.

You may not play any more cards in this battle, though you may still win the current battle. When a player has no cards his only option is to pass.

Even after all but one player has passed, that player may continue playing cards until he chooses to pass.

## CONCLUDING A BATTLE

The play of cards continues until all the players have passed or one plays a **Surrender** card. Then follow these steps:

### 1. COMPARE STRENGTH

The player with the highest total strength conquers the region; he places one of his control markers on the region and takes the *Condottiere* token.

If 2 or more players are tied, no marker is placed, and the *Condottiere* token is passed to the next player clockwise.

### 2. CHOOSE THE NEW BATTLE

The player with the *Condottiere* token chooses the region where the next battle will be fought.

He can choose any region as long as it does not contain a control marker or the **Favor of the Pope** token (even one where a tied battle was just fought).

### 3. DISCARD BATTLE LINES

All the cards in each player's battle line are discarded.

### 4. DISCARD CARDS FROM HAND

Players with no **Mercenary** cards in hand may choose to discard all the cards in their hand.

## END OF A ROUND

After the *Discard Cards From Hand* step, if only one player (or no player) has cards remaining, a **round** ends.

If one player has cards left, he may keep up to 2 of them, but must discard the rest.

The player with the *Condottiere* token shuffles all the remaining cards (including discards), and deals cards so that each player has 10 in hand, plus 1 for each region the player controls.

## WINNING THE GAME

At the end of the *Compare Strength* step of a battle's resolution:

**2 or 3 players:** the first player to control 6 total regions *or* 4 adjacent regions wins.

**4, 5 or 6 players:** the first player to control 5 total regions *or* 3 adjacent regions wins.

If, after a battle, all the available regions have been conquered without a winner, the player that controls the most regions wins.

If 2 or more players are tied, a final battle is fought among them. All players discard their hands. The player with the *Condottiere* token shuffles all 110 cards and deals 10 new cards to each player, plus 1 for each region the player controls. The player to the left of the player with the *Condottiere* token goes first.

If this final battle also ends in a tie, these tied players share the victory.

# Condottiere



## MERCENARY CARDS

Strength values of 1-10. There are 10 of the 1 strength cards and 8 each of the other values.



## WINTER (3)

Discard all Spring cards in play. If a Winter card is in play at the end of a battle, *all* Mercenary cards have a strength of 1.



## SPRING (3)

Discard all Winter cards in play. If a Spring card is in play at the end of a battle, *each* player adds 3 to each of his Mercenary cards that are of the highest strength in play.

If 2 or more cards are tied for the highest strength, all tied cards gain the +3 strength.



## BISHOP (6)

Discard all of the highest strength Mercenary cards in play. If 2 or more cards are tied for the highest strength, all tied cards are discarded. Then discard the Bishop card, *take the Favor of the Pope* token, and either place it on a region without a control marker or leave it off the board.



## COURTESAN (12)

The player with the most Courtesan cards in his battle line takes the *Condottiere* token.

If 2 or more players tie for the most Courtesan cards, the winner of the battle takes the token. If 2 or more players *also* tie for the most strength, the token goes to the player to the left of the player who last controlled it.

The Courtesan has a strength of 1 but is *not* considered a Mercenary card and is therefore not affected by Winter, Spring, Bishop, Drummer, or Scarecrow.



## DRUMMER (6)

Mercenary cards in the same battle line have their strength doubled at the end of the battle. Multiple Drummers have no further effect.

If a Winter card is in play, each Mercenary will be worth 2 strength. If a Spring card is in play, the strength is doubled *before* adding the +3.



## HEROINE (3)

The Heroine has a strength of 10 but is *not* considered a Mercenary card and is therefore not affected by Winter, Spring, Bishop, Drummer, or Scarecrow.



## SCARECROW (16)

The player may retrieve 1 Mercenary card from his battle line. The Scarecrow is then discarded.



## SURRENDER (3)

When played, the battle ends immediately. The region is captured by the player with the strongest battle line.